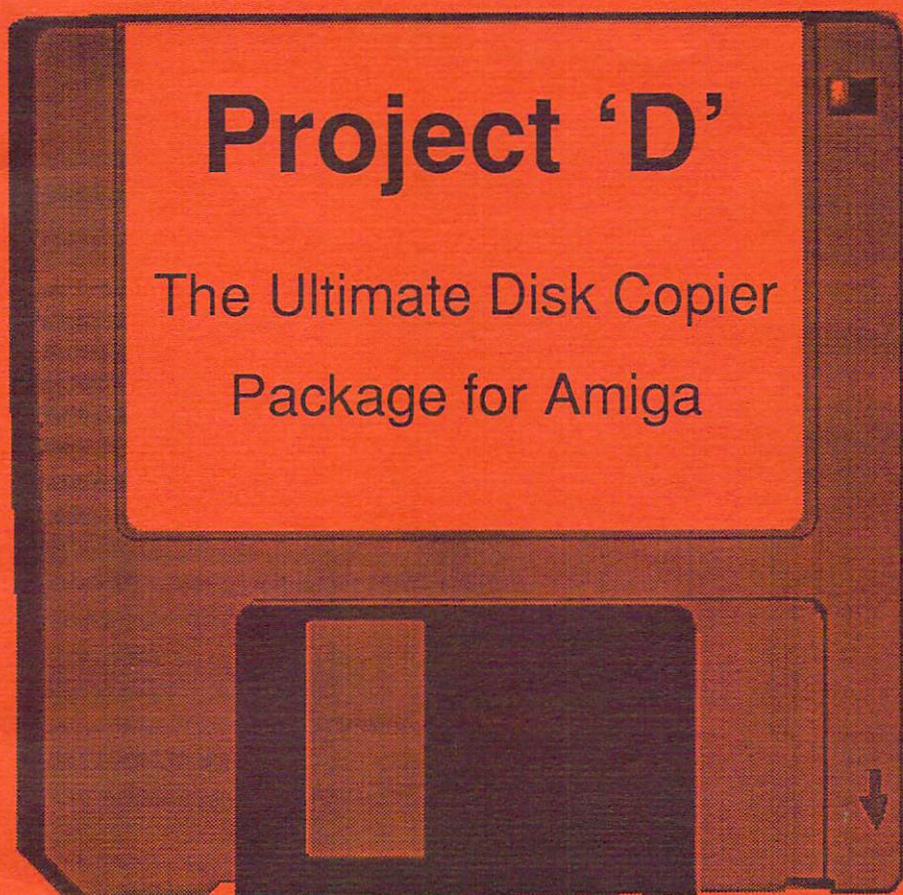


*Copies Almost
Everything!*

**Version
1.1**



A Superb Amiga Disk Copier Plus:

- **OmniTool: Special Format Copier**
- **CatalogTool: Software Indexer**
- **EditorTool: Amiga Disk Editor**

Suggested Retail \$49.95 (US)

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Fuller Computer Systems, Inc., **THE HIGHEST STANDARD OF EXCELLENCE**, has been in business since 1979. We began Amiga development in 1985 and are committed to long term support of all our products. Originality, Creativity, and Satisfaction is our trademark.

Our product copies almost everything, protected or not. We support you with reasonably priced parameter upgrades, a disk editor, a means to sort, list and produce labels for all your software disks by category.

Project D's conceptual organization is simple: Integrate a few major functions (Tools) with some minor utilities (MiniTools). Then add a common operating environment and a simple yet elegant user interface. Allow the user to customize the desktop environment and be able to update and upgrade the system easily.

One feature of our product includes making multiple copies. The Multicopy option must have 2.0 MB extra memory (2.5MB total) for one pass copying. To take advantage of multi-tasking you must follow the prompts when copying disks as AmigaDOS locks up with duplicate disk volume names/date stamp.

Portions of this product are included to provide the owner of an original computer program the ability to make a backup copy of the program for archival purposes only! Provisions are made to support viewing and searching for data on the disk, and repairing a disk (prerequisite for this is the knowledge of Amiga disk formatting standards, and THE ACCEPTANCE OF ANY RISKS). Included in this editing function is the feature to edit raw MFM tracks, AmigaDOS sectors and AmigaDOS files (calculating new checksums, when selected). You must know disk formatting principles on the Amiga to find the files, a future update will make this easier. If you know the Amiga, however, it will be more of a convenience than a necessity.

Project D provides multiple level copying support. If one of our parameters does not quite accomplish the task, you have several other options: Parameter A, the OmniTool, the EditorTool, and/or a combination of all or a portion of these options. Some titles lend themselves to copying by using the INDEX SYNCH option. We have provided the capability to copy from a selected track to an ending track giving you more flexibility to manage your disk support operation. We provide helpful hints for titles that may be copied using these creative tools by including them in our list of parameters in the file "parameter.doc" on the left pull down menu.

FAX (602) 497-6071 for your convenience ie. special parameter requests.
BBS number to view parameter information is (602) 497-9114.

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Portions of this product are included to provide the owner of an original computer program, the ability to make a backup copy of that original computer program for archival purposes only! This right is provided under the federal copyright act. Unlawful use of this program for piracy of software is expressly forbidden and is a violation of federal copyright law.

This instruction manual was written by Ben Fuller and Tom Monson and was produced using Professional Page from Gold Disk, Inc. and the QMS PS-810 Laser Printer.

Dear Customer:

We at Fuller Computer Systems would like to thank you and congratulate you for purchasing the finest disk copier/utility system designed for the Amiga. Project D has been designed from the start as a powerful and versatile disk utility system that, we feel, will enhance the power of your Amiga.

Since Project D is a parameter based backup system, it is necessary to periodically update the software to include new ways to handle new copy protection schemes. Below is the Project D Update Policy:

ALL PROJECT D UPDATES WILL BE PROCESSED BY FULLER COMPUTER SYSTEMS EXCLUSIVELY. NO STORE, DISTRIBUTOR OR PERSON HAS BEEN AUTHORIZED TO UPDATE YOU AT THIS TIME.

Parameter Updates for the BackupTool are available quarterly. You are required to return your original Project D disk with your update request. There is a charge of \$7.50 (\$10.00 outside U.S.) for processing each parameter update. Payment must accompany the request and all requests must be made by **REGISTERED** owners of Project D. Payment must be by check or money order drawn on US funds through a US bank payable to: Fuller Computer Systems, Inc. You do not have to return your disk if you use VISA or MASTER card and have ordered direct from us or had a prior paid update.

Please send update requests to: **Project D Updates**
c/o Fuller Computer Systems, Inc.
Post Office Box 9222
Mesa, AZ 85214

Please allow 2-3 weeks for processing.

Once again, we would like to thank you for purchasing Project D. Tell your friends about us!

Sincerely,

Ben Fuller
VP, Software Development

Project D: An Overview

Welcome to one of the most innovative concepts in disk utility packages. The concept behind Project D is a simple one: integrate a few major functions (Tools) with some minor utilities (MiniTools) then add a common operating environment and a simple yet elegant user interface. Allow the user to customize the desktop environment and be able to update and upgrade the system easily.

Getting started with Project D

The Project D System software requires Kickstart V1.2 or higher. If you do not have V1.2 of the Amiga Operating System, contact your local dealer. Insert the Project D System Disk in the internal disk drive when the "Insert Workbench" prompt appears (after booting Kickstart on the A1000). Wait for the Workbench screen to appear, then double click on the Project D disk icon. A new window should open on the screen and after a few seconds the Project D Supervisor icon will appear. Double click the Supervisor icon and in a few moments you will be in the Project D Desktop Environment.

The Project D System Supervisor

We would like to introduce you to the Project D: Supervisor, the heart of the Project D system software. The Supervisor's desktop is the first thing you will see when you load Project D.

Project D Tools

Scattered around the desktop are the Tool Icons, you can manipulate these icons much the same way as you would manipulate Workbench icons. To activate a tool, first place the mouse pointer on the icon of the tool you want to select, next rapidly press and release the left mouse button twice (this is called double-clicking). The mouse pointer will change to the 'Busy Pointer' (a capital D with a lightning bolt superimposed on it) and in a few moments you will have entered the tool's operating environment.

Project D MiniTools

By holding the right mouse button down you will activate the Amiga's drop-down menu system. You should see two menu titles in the menu bar, the first (MiniTools) is your link to the Project D: MiniTools. This menu will appear through out all the Project D Tools and MiniTools and usually contains the 'About' function of the current tool and some 'quick and dirty' routines that could be useful when you are using a tool.

The Supervisor Menu

Toggle WBench - This menu item, when selected, will toggle the Workbench screen on or off. A checkmark will appear with this item when the Workbench screen is available (use the 'Screen to Back' gadget in the titlebar or press [Left Amiga] N to get to the Workbench screen from Project D).

Get Tool Info - This menu item, when selected, will prompt you to select the tool you want information about. Select the tool by clicking once on the tool icon. A requester will appear if the 'Get Tool Info' was successful, and you can modify any of the options in the requester. If no tool information was available, it will be noted in the title bar.

Clean Up Screen - This menu item, when selected, will re-position the tool icons to their original positions on the screen.

Save Environment - This menu item, when selected, will save the current position of all the tool icons to the disk.

Quit Project D - This menu item, when selected, will close all the resources allocated by Project D and return to the Workbench environment. This menu item can only be selected if there are no Tools or MiniTools currently active.

Project D: BackupTool

This versatile disk backup utility will allow you to make archival backups of your AmigaDOS formatted disks. It will copy both non-protected and protected disks using one of three backup modes. These are: AmigaDOS mode, Parameter mode (for protected disks) and Index Sync mode for non-standard formats. **Reminder: This tool is provided for archival use only!**

Section 1: The BackupTool User Interface

In this section we will describe and explain the layout of the BackupTool screen and its gadgets and menus. Each of the gadgets can be selected or toggled by positioning the mouse pointer over the gadget then pressing and releasing the left mouse button once.

Backup Control Selector

GO!: This gadget is used to begin the duplication process. You will be prompted by a series of requesters that will guide you through the backup. We will discuss this in the section entitled The Backup Process.

Verify Copy: This gadget is used to select the destination Verify option. This option, when enabled, will verify the destination disk and will report any errors in the Backup Error List box. The international "NO" symbol will appear over this gadget when it is disabled.

MultiCopy: This gadget is used to select the MultiCopy option. This option, when enabled, will allow you to make multiple copies of a disk without re-reading the source disk each time. The MultiCopy feature will not be enabled if you do not have enough expansion RAM available to hold the number of tracks that you want to copy. **Note:** When using this option, two (2) megabytes of expansion RAM are required for an 80 cylinder, double-sided disk copy. If you do not have enough RAM available, try reducing the number of cylinders to copy using the Track Position Selector. The international "NO" symbol will appear over this gadget when it is disabled.

Drive Configuration Selector

Type: This row shows the available drives by disk size and is automatically configured to your system.

Source: This row of gadgets is used to select the Source Drive. DF0: is automatically selected as the default source drive. The source drives are mutually exclusive, that is to say that by selecting a new source drive, the previously selected drive is automatically de-selected. The selected source drive gadget will be highlighted in white.

Destin: This row of gadgets is used to select the Destination Drive(s). If you are running on a single drive system, DF0: is automatically selected as the default destination drive, otherwise the next available drive is selected. If you want to copy the source disk to more than one destination drive at the same time, just select the other destination drives you want to use. If you select a destination drive that is also the current source drive, you will be prompted to swap the disks in that drive when you perform the copy. The currently selected destination drive gadget(s) will be highlighted in white.

Track Position Selector

Start At Cylinder: This slider gadget is used to set the starting cylinder and head for the copy process. To change the start cyl/head number, position the mouse pointer on the white slider gadget then hold the left mouse button down. Move the slider to the left to decrease or to the right to increase the start cylinder/head numbers. **Note:** The starting cylinder/head numbers will always be less than or equal to the ending cylinder/head numbers.

Stop At Cylinder: This slider gadget is used to set the ending cylinder and head for the copy process. To change the stop cyl/head number, position the mouse pointer on the red slider gadget then hold the left mouse button down. Move the slider to the left to decrease or to the right to increase the ending cylinder/head numbers. Note: The ending cylinder/head numbers will always be greater than or equal to the starting cylinder/head numbers.

Disk Backup Error List

This part of the screen is used to display the read/write and drive status errors that occur during the copy process. Track not verified errors can only be displayed when the verify option is enabled. The following format is used to report disk errors: "D:d C:cc H:h -- Error Description", where *d* is the drive number, *cc* is the cylinder number and *h* is the head number. The error description tells you, in plain english, what type of error has occurred. The slider gadget to the right of the error list will become active if more than 5 errors are encountered. You can scroll the error list up or down by positioning the mouse pointer on the blue slider gadget, holding the left mouse button down and moving the slider up or down. The "C" box gadget in the upper right corner of the error list display is used to clear the error listing. Position the mouse pointer on this gadget and click the left mouse button to clear the list.

BackupTool Menus

By holding the right mouse button down, you activate the Amiga's drop-down menu system. Glancing at the top of the screen, you will notice that the title bar has changed and there are now two menu titles (MiniTools and Backup Menu). The first menu title is the MiniTools menu available in all the tools of Project D. The second menu title is the BackupTool's menu. While you are still holding the right mouse button down, move the mouse pointer to the menu title labeled Backup Menu. When the menu drops down from the title bar, move the mouse pointer to the item you want to select or change and release mouse button.

AmigaDOS Copy: For normal AmigaDOS disks. (DEFAULT)

Parameter Copy: For most copy-protected software.

AutoMAGICally: Automatically identifies and uses a parameter for you.

From Param. List: Allows you to choose a parameter manually.

Index Sync: For disks formatted with the index sync pulses aligned.

Side Select: Allows you to select which heads to use during the copy.

Heads 0 and 1: Standard double-sided copy. (DEFAULT)

Head 0 Only: Uses the bottom surface of a disk only.

Head 1 Only: Uses the top surface of a disk only.

Close Tool: Returns you to the Project D: Supervisor Desktop Environment.

Section 2: The Backup Process

In this section we will describe and discuss the requesters that appear when you duplicate a disk using the BackupTool.

Backup Status Requester

This requester will appear over the Drive Configuration Selector and Track Position Selector after you have selected the GO! gadget from the Backup Control Selector. It will show you the current configuration of the Backup mode, Parameter mode, Verify mode, MultiCopy mode, Start and Stop cylinder/heads and the Source and Destination drives. The Backup Status Requester will also reflect the current cylinder/head read/write positions during the copy cycle. This requester has a gadget labeled CANCEL THIS BACKUP. By selecting this gadget during the copy, you are able to abort a copy in progress.

Disk Insertion Requester

This requester will appear over the Backup Control Selector before the copy is started. You will be asked to insert the source and destination disks in their appropriate drives. After you insert the disks, select the gadget marked OK. If you made a mistake or you do not want to make a backup, just select the gadget marked CANCEL and you will return to the options selection mode.

Parameter Selection Requester

After you have replied to the Disk Insertion Requester and if you have previously selected the Parameter Copy - From Param. List option, this requester will appear. Use the UP or DOWN arrow gadgets to move the parameter that you want to use into the highlighted area located in the center of the list box. Single clicks of the left mouse button will scroll one parameter at a time. Holding the left mouse button down will scroll the parameter list at an increasing rate. Select CONTINUE after you have chosen the parameter you want to use for this backup. Select CANCEL if you do not want to use any parameters for this copy.

Exchange Source/Destination Requester

This requester will appear if you have selected a destination drive that is also being used as the source drive. Follow the instructions and then select OK to continue with the copy, or CANCEL to terminate this backup.

MultiCopy Insertion Requester

If you have selected the MultiCopy option, this requester will appear after you have read the source disk and after each MultiCopy. The number of copies already made will be displayed and you will be asked to insert the next set of destination disks in the the drives you previously selected as destination drives. Select the OK gadget when you are ready to copy the next set of destination disks, or select CANCEL if you do not want to make anymore copies.

Remove Disks Requester

This requester will appear after you have completed all of your copies. You will be asked to remove all disks from their drives. You **MUST** remove the disks or AmigaDOS will crash when it tries to identify two or more identical disks. Select OK or CANCEL to return to the option selection mode.

Project D: OmniTool:

This unique tool will provide you Amiga Computer with the capability to make archival backups of disks in other data storage formats. With numerous emulators becoming available for the Amiga, a utility which can handle many different disk formats will simplify making backups. Also, owners of the Amiga Sidecar or the A2000 equipped with the A2088 BridgeCard will find this tool useful for making backup copies of MS-DOS formatted disks.

Note: This utility is provided and intended for archival use only!

Section 1: The OmniTool User Interface

In this section we will describe and explain the layout of the OmniTool screen and its gadgets and menus. Each of the gadgets can be selected or toggled by positioning the mouse pointer over the gadget then pressing and releasing the left mouse button once.

OmniTool Controls

GO!: This gadget is used to begin the OmniCopy process. You will be prompted by a series of requesters that will guide you through the backup. We will discuss this in section 2: The OmniCopy Process.

DoubleSided/SingleSided: This gadget is used to select the double/single sided disk option. When Double Sided is selected, OmniCopy will duplicate both sides of the source disk. When the Single Sided option is selected, OmniCopy will only copy the bottom surface the source disk.

MultiCopy: This gadget is used to select the MultiCopy option. This option, when enabled, will allow you to make multiple copies of a disk without re-reading the source disk each time. The MultiCopy feature will not be enabled if you do not have enough expansion RAM available to hold the number of tracks that you want to copy. Note: When using this option, two (2) megabytes of expansion RAM are required for an 80 cylinder, double-sided disk copy. The international "NO" symbol will appear over this gadget when it is disabled.

Drive Configuration Selector

Type: This row shows the available drives by disk size and is automatically configured to your system.

Source: This row of gadgets is used to select the Source Drive. DF0: is automatically selected as the default source drive. The source drives are mutually exclusive, that is to say that by selecting a new source drive, the previously selected drive is automatically de-selected. The currently selected source drive gadget is highlighted in red.

Destination: This row of gadgets is used to select the Destination Drive(s). If you are running on a single drive system, DF0: is automatically selected as the default destination drive, otherwise the next available drive is selected. If you want to copy the source disk to more than one destination drive at the same time, just select the other destination drives you want to use. If you select the destination drive that is also the current source drive, you will be prompted to swap the disks in that drive when you perform the copy. The currently selected destination drive gadget(s) is/are highlighted in red.

OmniTool Menus

By holding the right mouse button down, you activate the Amiga's drop-down menu system. Glancing at the top of the screen, you will notice that the title bar has changed and there are now two menu titles being displayed (MiniTools and OmniTool Menu). The first menu title is the MiniTools menu available in all the tools of Project D. The second menu title is the OmniTool's menu. While you are still holding the right mouse button down, move the mouse pointer to the menu title labeled OmniTool Menu. When the menu drops down from the

title bar, move the mouse pointer to the item you want to select or change and release mouse button.

The first four menu items are the OmniTool's mode selector. A checkmark will appear next to the mode that is selected. Atari ST mode is always the default.

Atari ST: This is the backup mode for Atari ST formatted disks.

MS-DOS: This is the backup mode for MS-DOS formatted disks.

CP/M: This is the backup mode for CP/M formatted disks.

XENIX: This is the backup mode for Xenix formatted disks.

Close Tool: Returns you to the Project D: Supervisor Desktop Environment.

Section 2: The Backup Process

In this section we will describe and discuss the requesters that appear when you duplicate a disk using the OmniTool.

Disk Insertion Requester

This requester will appear over the OmniCopy Control Area before the copy is started. You will be asked to insert the source and destination disks in their appropriate drives. After you insert the disks, select the gadget marked OK. If you made a mistake or you do not want to make a copy, just select the gadget marked CANCEL and you will return to the options selection mode.

Exchange Source/Destination Requester

This requester will appear if you have selected a destination drive that is also being used as the source drive. Follow the instructions and then select OK to continue with the copy, or CANCEL to terminate this backup.

MultiCopy Insertion Requester

If you have selected the MultiCopy option, this requester will appear after you have read the source disk and after each MultiCopy. You will be asked to insert destination disks in the the drives you previously selected as destination drives. Select the OK gadget when you are ready to copy to the destination disks, or select CANCEL if you do not want to make anymore copies.

Remove Disks Requester

This requester will appear after you have completed all of your copies. Please remove all of your disks and select OK or CANCEL to return to the option selection mode.

Cylinder Display

This numerical display will show the copy's Read/Write progress during the copy.

Status Box

This part of the display is used to inform you of the current copy status.

Project D: EditorTool

This versatile disk editing utility will allow you to view and change data on your AmigaDOS formatted disks. This version will edit MFM and AmigaDOS tracks.

Section 1: The EditorTool User Interface

In this section we will describe and explain the layout of the EditorTool screen and its gadgets and menus. Each of the gadgets can be selected or toggled by positioning the mouse pointer over the gadget then pressing and releasing the left mouse button once.

Editor Control Panel

The Editor Control Panel is located on the left side of the editor screen. This panel will change based on the current editing mode.

MFM Control Panel

READ: This gadget is used to read MFM formatted data from the currently selected disk drive. The data will be read into the buffer based on how you have configured the Sync and Arrange controls. You can change the read length by clicking the RIGHT mouse button on this gadget and modifying the read length in the requester. (Read length is in hex WORDS)

WRITE: This gadget is used to write MFM formatted data to the currently selected disk drive. The data will be written from the buffer based on how you have configured the Index Sync control. You can change the write length by clicking the RIGHT mouse button on this gadget and modifying the write length in the requester. (Write length is in hex WORDS)

INDEX SYNC: This gadget is used to force data to be read from or written to the disk drive synchronized to the disk index pulse.

WORD SYNC: This gadget is used to force data to be read from the disk drive synchronized to a the user specified sync word (ie. \$4489). You can change the word to synchronize on by clicking the RIGHT mouse button on this gadget and modifying the sync word in the requester. (Sync Word is a hexadecimal WORD)

ARRANGE: This gadget is used to force the data to be sorted by sector number from the gap.

DOS Control Panel

READ : This gadget is used to read AmigaDOS formatted data from the currently selected disk drive.

WRITE: This gadget is used to write AmigaDOS formatted data to the currently selected disk drive. You can change the read/write length by clicking the RIGHT mouse button on the read or write gadgets and modifying the read/write length in the requester. (Read length is in decimal BYTES)

SECTOR SUM: This gadget is used to recompute the data checksum for the current AmigaDOS sector.

BITMAP SUM: This gadget is used to recompute the bitmap checksum for a block used as the Block Allocation Table.

BOOT SUM: This gadget is used to recompute the checksum for the bootblock sectors. You must be in the first or second sector of the buffer to compute this checksum.

Drive Configuration Selector

This row of gadgets is used to select the current drive. DF0: is automatically selected as the default drive. The drives are mutually exclusive, that is to say that by selecting a different drive, the previously selected drive is automatically de-selected. The currently selected drive gadget will be highlighted in white.

Track Position Selector

This slider gadget is used to set the cylinder and head for the editing process. To change the cyl/head number, position the mouse pointer on the red and blue slider gadget then hold the left mouse button down. Move the slider to the left to decrease or to the right to increase the cylinder/head numbers.

EditorTool Menus

By holding the right mouse button down, you activate the Amiga's drop-down menu system. Glancing at the top of the screen, you will notice that the title bar has changed and there are now two menu titles (MiniTools and Editor Menu). The first menu title is the MiniTools menu available in all the tools of Project D. The second menu title is the EditorTool's menu. While you are still holding the right mouse button down, move the mouse pointer to the menu title labeled Editor Menu. When the menu drops down from the title bar, move the mouse pointer to the item you want to select or change and release mouse button. The first three menu items are the EditorTool's mode selector. A checkmark will appear next to the mode that is currently selected. MFM mode is always the default.

MFM Tracks: This is the raw data level of the disk format. (DEFAULT)

DOS Tracks: This is the AmigaDOS level of the disk format.

DOS Files: This is not implemented at this time.

Close Tool: Returns you to the Project D: Supervisor Desktop Environment.

Section 2: The Editing Process

In this section we will describe and discuss the requesters that appear when you edit a disk using the EditorTool.

Editor Status Area

The upper right half of the display is dedicated to current status of the editor. This will change based on which mode the editor is in.

Search

This gadget is used to search the edit buffer for a value or pattern specified by the user. Each edit mode will request its own search format.

Reset Buffer

This gadget is used to clear the edit buffer to its initial state.

Ascii Window

This gadget is used to bring up and remove the ASCII window. This window is used to display the ASCII equivalent of the current edit buffer window. This is currently intended for display only. You must do all editing in the main edit window.

Main Edit Window

This window displays a 512 byte window into the current edit buffer. The display is in hexadecimal. You may use the cursor keys to manipulate the cursor in the window. The mouse pointer can also be used to position the cursor. The display window offset into the edit buffer is controlled by a slider gadget located to the right of the edit window.

Project D: CatalogTool

This easy to use disk indexing utility will allow you to make and maintain a database of your personal, commercial and public domain software titles.

Section 1: The CatalogTool User Interface

In this section we will describe and explain the layout of the CatalogTool screens and their gadgets and menus. Each of the gadgets can be selected or toggled by positioning the mouse pointer over the gadget, then pressing and releasing the left mouse button once.

CatalogTool Menus

By holding the right mouse button down, you activate the Amiga's dropdown menu system. Glancing at the top of the screen, you will notice that the title bar has changed and there are now two menu titles (MiniTools and Catalog Menu). The first menu title is the MiniTools menu available in all the tools of Project D. The second menu title is the CatalogTool's menu. While you are still holding the right mouse button down, move the mouse pointer to the menu title labeled Catalog Menu. When the menu drops down from the title bar, move the mouse pointer to the item you want to select and release the mouse button. The first three menu items are the CatalogTool's mode selector. A check mark will appear next to the mode that is currently selected. The File Entry mode is always the default.

File Entry: This mode is used to build the temporary file entry list.

Processing: This mode is used to create/update/delete catalog files.

Maintenance: This mode is used to modify and report catalog files.

Close Tool: Returns you to the Project D: Supervisor Desktop Environment.

CatalogTool - File Entry Screen

The File Entry Display area (the large white box located below the title bar) is used to display the current temporary file entry list. There is a proportional gadget located along the right side of the display area, this is used to scroll the list when it is too large to be seen all at once. You are able to edit a file entry in this area by positioning the mouse pointer over the entry you want to select, then double-clicking the left mouse button. This action will activate the File Entry Edit Requester and fill in the field entries with information from the selected file entry. You can then edit the fields as you wish.

The File Entry Control Panel is located across the lower portion of the screen. There are five (5) gadgets that you will use to build the temporary list of file entries.

MANUAL ENTRY: This gadget allows you to enter a file entry without having to examine a disk. It brings up the File Entry Edit Requester allowing you to fill in the fields you want to use then if you select the OK gadget, this new entry is added to the end of the file entry list.

AUTO ENTRY: This gadget allows you to automatically bring in a series of file entries directly from a disk. First it brings up the Filename Selection Requester allowing you to select the starting pathname of the automatic file scan. After you have chosen a starting path the Auto Entry Filter Requester is activated and you must enter a disk ID and select the filter options for this Auto Entry. When you have selected the options you want, select the OK gadget and watch it do its magic.

DELETE ENTRY: This toggle gadget is used to switch between Delete mode and Normal mode. When you are in delete mode, file entry selections will appear in RED, and double-clicking a file entry will delete that entry.

DELETE ALL: This gadget is used to remove all file entries from the temporary file entry list. You cannot undo this action so use it carefully.

SORT ENTRIES: This gadget is used to sort the temporary file entry list alphabetically by filenames. This action also cannot be undo'ed.

CatalogTool - Processing Screen

The Catalog/Entry Display area (the large white box located below the title bar) is used to display the current catalog working list and the temporary file entry list. There are proportional gadgets located in the center and along the right side of the display area, they are used to scroll their lists when they are too large to be seen all at once. You are able to edit a file entry on the right side of the display area by positioning the mouse pointer over the entry you want to select, then double-clicking the left mouse button. This action will activate the File Entry Edit Requester and fill in the field entries with information from the selected file entry. You can then edit the fields as you wish. You are also able to see a status requester for a catalog file on the left side of the display area by positioning the mouse pointer over the catalog you want to select, then double-clicking the left mouse button. This action will bring up a Catalog Status Requester showing information from the selected catalog file.

The Processing Control Panel is located across the lower portion of the screen. There are nine (9) gadgets that you will use to create, update and delete your catalog files.

FIND A CATALOG: This gadget allows you to add a catalog file to the list of current catalogs. It brings up the Filename Selection Requester allowing you to select a catalog file. It automatically masks out all other non-catalog files.

DISCARD A CATALOG: This gadget is used to remove a catalog file from the list of current catalogs. You must have selected a catalog file to remove prior to using this gadget.

CREATE A CATALOG: This gadget allows you to create a catalog file and add it to the list of current catalogs. It brings up the Filename Selection Requester and you must enter a filename for your new catalog. After entering the filename a requester will appear asking you for a Category Type for this catalog file. After you answer this request, a catalog will be created and the catalog name will be added to the list of current catalogs.

DELETE A CATALOG: This gadget is used to delete a catalog file you no longer have a need for. It brings up the Filename Selection Requester allowing you to select the catalog file to delete. After you select the catalog file to delete, it is removed from the list of current catalogs and deleted from the disk.

MERGE CATALOGS: This gadget allows you to combine two (2) catalogs. You must first select a catalog from the list of current catalogs, then select this gadget and the catalog you have selected is placed in the first merge slot. Now select the OK gadget and chose the catalog you want to combine the first catalog with and select this gadget again. To combine the files, select the OK gadget. (all file entries in the second catalog file are appended to the end of the first catalog file).

DELETE DISK ID: This gadget is used to remove all file entries with the disk ID you supply from the selected catalog or all catalogs in the list of current catalogs. It brings up the Delete Entries by Disk ID Requester allowing you to enter the disk ID to delete. To delete this disk ID from all catalogs in the list of current catalogs click the mouse pointer on the toggle gadget marked 'Remove Disk ID from All Catalogs' before clicking on the OK gadget.

TOGGLE ALL UNTAGGED ENTRIES: This gadget toggles the tagged state of all the file entries not already tagged to another catalog file.

TOGGLE VISIBLE UNTAGGED ENTRIES: This gadget toggles the tagged state of the file entries visible in the display area not already tagged to another catalog file.

RESOLVE TAGS: This gadget allows you to add file entries to catalog files. It brings up the Resolve Tags Filter Requester allowing you to set the options for resolving the tagged file entries. After you select the OK gadget, each tagged file entry is removed from the temporary file entry list and inserted into its catalog file.

More On Tagging File Entries

You must prepare the file entries by 'tagging' them to a catalog file. To do this, first select the catalog file you want to add file entries to, then select all the file entries you are adding to the catalog. The file entries will be highlighted in black. To add other entries to another catalog file, simply select another catalog file and repeat the process. Note: File entries already tagged to another catalog will appear in grey and cannot be 'retagged' to another catalog without 'untagging' it first.

CatalogTool - Maintenance Screen

The Catalog File Entry Display area (the large white box located below the title bar) is used to display the catalog's file entry list. There is a proportional gadget located along the right side of the display area, this is used to scroll the list when it is too large to be seen all at once. You are able to edit a file entry in the display area by positioning the mouse pointer over the entry you want to select, then double-clicking the left mouse button. This action will activate the File Entry Edit Requester and fill in the field entries with information from the selected file entry. You can then edit the fields as you wish.

The Maintenance Control Panel is located across the lower portion of the screen. There are nine (7) gadgets that you will use to modify and report your catalog file.

DELETE ENTRY: This toggle gadget is used to switch between Delete mode and Normal mode. When you are in delete mode, file entry selections will appear in RED, and double-clicking a file entry will delete that entry.

DELETE DISK ID: This gadget is used to remove all file entries with the disk ID you supply from the catalog. It brings up the Delete Entries by Disk ID Requester allowing you to enter the disk ID to delete.

PRINTER SETUP: This gadget allows you to adjust the printer settings for Pitch, Spacing, Quality, Margins and Page Length. It brings up the Printer Setup Requester which allows you to modify the settings, when you select the OK gadget, the current Preferences settings will be changed to the new settings.

PRINT REPORT: This gadget is used to set up the print format and start a catalog report. It brings up the Print Report Requester allowing you to choose between five (5) standard print formats and a custom format. Selecting the Custom Form gadget will bring up the Custom Print Form Requester which allows you to set up the file entry record in any form for printing.

Selecting the Show Current Print Form gadget will bring up the Data Output Requester showing you the layout of the fields in the file entry record. Selecting the EXPORT gadget will bring up the Filename Selection Requester allowing you to enter a filename to redirect the report output to. The report will be sent to this file just as if it was being sent to the printer.

Selecting the PRINT gadget will start the printing process. A requester will appear showing the current page being printed and total number of pages. You can select the ABORT REPORT gadget to exit from the printing process before it is completed.

Selecting the CANCEL gadget will back you out of this requester without doing any printing.

ALT. DISPLAY: This gadget is used to toggle the display format in the file entry display area. Normally the file entries are displayed like this:

<u>Disk ID</u>	<u>Pathname</u>	<u>Filename</u>
----------------	-----------------	-----------------

In the Alternate Display mode, the file entries are displayed in this format:

<u>Filename</u>	<u>Comment</u>	<u>FileSize</u>	<u>DateStamp</u>
-----------------	----------------	-----------------	------------------

SORT ENTRIES: This gadget allows you to sort the file entries alphabetically by any of the fields. It will be able to do progressive sorting in a later version (hopefully?!).

SAVE CATALOG: This gadget is used to save any changes you may have made to the catalog. It will automatically overwrite the old catalog file.

CatalogTool Standard Requesters

Requesters are used to exchange information between the CatalogTool and the user. They are called requesters because you are expected to 'respond to the request for information' before continuing. There are several standard requesters used throughout the CatalogTool, these are described below.

There are three (3) types of gadgets used in the CatalogTool requesters, string gadgets, toggle gadgets, and boolean gadgets.

String gadgets are used to give text information to the program, activate string gadgets by placing the mouse pointer anywhere in the text box and clicking the left mouse button once (if there is already text in the box, the cursor will automatically be placed where you clicked the mouse pointer).

Toggle gadgets are used to enable or disable options and features, they are like the buttons on a tape player. You change a toggle gadget's current state by clicking the left mouse button after you have positioned the mouse pointer over the toggle gadget.

Boolean gadgets are used to initiate an action, they are like the fire button on a joystick. To select an boolean gadget, position the mouse pointer over the gadget and click the left mouse button once.

File Entry Edit Requester

This requester allows you to examine and/or change the contents of a file entry. There are string gadgets for FileName, PathName, Comment, Disk ID, FileSize and Date. When entering a date, you must use this format: dd-mmm-yyyy. Pressing the return key after you have selected a string gadget will automatically select the next string gadget for you. There are three (3) boolean gadgets located at the bottom of the requester, one for accepting the information you have entered/edited (OK!), one for clearing all the text fields (CLEAR), and one for backing out of this requester without making permanent changes (CANCEL).

Filename Selection Requester

This requester allows you to select a filename or directory anywhere in the Amiga filesystem. There are two (2) string gadgets: The PathName gadget is for manually changing the current Volume (3.5" disk/RAM disk/hard disk/etc.) and directory path. The FileName gadget is for manually entering a filename you want to use. There are four (4) boolean gadgets located along the left side of the requester, there is one for changing the current pathname (NEXT VOL), one for backing out of a directory one level at a time (PARENT), one for accepting the current pathname and filename (OK!), and one for backing out of this requester without using the selected pathname/filename (CANCEL).

The CatalogTool: "A Guided Tour" by Tom Monson.

The first step in setting up your catalog of disks is to decide which categories you wish to file your programs under. On a piece of paper, write down different types of programs in your collection. For our example, we will use the following types: (Yours may vary depending on your disks) Try to avoid using a category like MISC. as it will only make finding a program you need harder to locate later on.

CATEGORIES

ANIMATION	ART	CAD
DATABASE	DEMOS	DESKTOP-PUBLISHING
DISK-MAGAZINES	DOCUMENTATION	EDUCATIONAL
FINANCIAL	FONTS	GAMES
PROGRAMMING	PUBLIC-DOMAIN	SPREADSHEET
UTILITY	VIDEO	WORDPROCESSING

Next you need to decide on a numbering system to use when indexing your disks. Any combination of letters and numbers will do. (You can also use characters like !@#\$\$%^&*()-+=| etc. but they aren't easy to remember so stick to letters & numbers and you will make things easier for yourself later on.

Some examples might be as follows: (up to 15 characters may be used but only 9 can appear in the input requester at a time)

000001, 000002, 000003, etc. (just numbers)

G00001, G00002, W00001, W00002 etc (letters & numbers ie: G=games
W=wordprocessors)

000001, 000002,.....000009, 00000A, 00000B,.....00000Z, 000010, etc. (all numbers and letters used sequentially)

These are six digit examples you may use more or less, it's up to you. However it is recommended that you use preceding zeros for however many characters you decide as sorting by Disk ID will require them to display correctly.

This is what a sort would look like without preceding zeros:

1
10
100
2
20

This is what a sort would look like WITH preceding zeros:

000001
000002
000003
000004
000005

All sorting is left justified, using the ASCII code equivalence for letters and numbers. This numbering system will be written on each of your disk's labels and is used to track where each program resides.

Now format a blank disk using your workbench disk and rename it "CATALOGS" This will be the disk used to store your data on later. Harddrive users can make a directory named "CATALOGS" using the makedir command from the CLI.

In the following text, if not specified otherwise, "clicking" or "pressing" the mouse button refers to the LEFT mouse button.

Now you are ready to begin entering your data. Load Project D and select the CatalogTool Icon on the Supervisor screen by double clicking on it with the pointer using the left mouse button. After the catalogtool has finished loading, put the disk you formatted earlier and renamed "CATALOGS" in drive DF1: If you have a one drive system, replace the Project D disk in drive DF0: with the disk you previously formatted and renamed "CATALOGS". Harddrive users may use the directory previously created.

While holding down the right mouse button, move the pointer into the menubar area labeled "CATALOG MENU". From the menu, select "PROCESSING" by dragging the pointer over the word "PROCESSING" until it is highlighted and then release the right mouse button.

Move the pointer over the box gadget at the lower center of the screen which is labeled "MAKE A CATALOG". Select the box by clicking the left mouse button once. What you now see in the center of the screen is the Filename Selection Requester. Look in the blue rectangle adjacent to the word "Pathname ->". In this area is the name of a disk (or volume). For example it may say "Project D:" or "Workbench:" or "CATALOGS:". Using the arrow to point at the box labeled "NextVol", click the left mouse button till the name "CATALOGS:" appears in the blue rectangle next to the word "Pathname ->". This indicates that Project D is looking at the disk you formatted earlier. Harddrive users should see "DH0:", "DH1:", or whatever volume name you gave your harddrive instead of the word "CATALOGS:" in the blue area.

Don't panic if you click too many times and go past the name "CATALOGS". Just keep on clicking the left mouse button with the arrow over the box labeled "NextVol" till the name comes around again.

HARD DRIVE USERS ONLY! You need to click on the directory path you created when you used the makedir command to make a directory named "CATALOGS". All directories appear in the large rectangle in this requester with ">>>>" ahead of their names. (ie: >>>> EMPTY) Use the white scroll gadget to see any directories not visible in the rectangle by putting the arrow on the white vertical rectangle and sliding it up or down while holding down the left mouse button. Subdirectories can be accessed by pointing the arrow at the directory name in the large rectangle and clicking the left mouse button once. To return to the previous directory name, put the pointer on the box labeled "Parent" and click the left mouse button once. When you have found the directory you made named "CATALOGS", put the arrow on the word "CATALOGS" and click the left mouse button once.

Now place the pointer arrow on the blue rectangle at the bottom of the requester next to the word "FileName ->" and click the left mouse button once. A small gray square should appear in the middle of the blue rectangle. Using the keyboard, type in the first category name on your list you made earlier. (if you make an error use the DEL & BACKSPACE keys to correct it) When you are sure it's correct, press the RETURN key. In our example, the first category is "ANIMATION".

A smaller requester will appear asking for a Catagoy Type. Move the pointer to the blue rectangle area of this requester and click the left mouse button once. A small gray square will appear at the left of the blue rectangle. Using the keyboard again type a sub-catagory if you want one and then press the Return key. (ie:CATAGORY=GAMES, SUB-CATAGORY=ADVENTURES) If no sub-catagory is desired simply press the RETURN key anyway. In our example no sub-catagory is needed.

Now, in the upper left portion of your screen directly below the words "CATALOG FILE", you should see the word "ANIMATION.CAT" The .CAT suffix is automatically added to your catagory name by Project D to identify this as a catagory file.

Repeat the catagory entry process for each of the catagories you wrote down on paper at the beginning. Start by pointing the arrow at the box labled "MAKE A CATALOG" and clicking the left mouse button. Then point the arrow in the blue rectangle at the bottom of the requester and click the left mouse button. A gray square will appear in the center of the blue area. Use the keyboard to type in the next catagory name and then press the RETURN key. Continue, as described previously, until you have entered all the catagory names on your list.

On the left side of the screen should appear all the names you have entered with ".CAT" after them.

This completes the initial setup required to begin entering your disks.

Hold down the right mouse button and move the pointer once again into the CATALOG MENU and highlight the words "FILE ENTRY" and then release the button.

Disk data may be entered in one of two ways into the CatalogTool.

First lets use the MANUAL ENTRY mode. Move the pointer over the box gadget labled "MANUAL ENTRY" located on the lower left of the screen. Click the left mouse button once. A requester ressembling a 3X5 card will appear in the middle of the screen. This is the FILE ENTRY EDIT REQUESTER. Place the arrow in the blue rectangle next to the word "FILENAME" and click the left mouse button once. Using the keyboard type in the name of the program on the first disk you wish to catalog. (ie: DELUXE PAINT) Press the RETURN key. The gray cursor will move to the next sequencial blue area , in this case next to the word Pathname. If the program "DELUXE PAINT" was in the root directory of the disk then, no entry is needed. If the program was in a drawer named PAINT PROGRAMS then you could type in PAINT PROGRAMS/ in the pathname area. This is not required and may be of no interest to you anyway. Pressing the RETURN key again will step you to the next area labled COMMENT. This is where FileNotes would appear and you may enter any comment you wish or none. (ie: "requires 2 drives") Press Return.

Now enter your first disk ID number (ie: 000001) and press RETURN.

If you desire to know the size of the program file enter it here and press return.

Enter the creation date of the program file if you desire following the example already in the blue rectangle.

The only required entries are the **FILENAME** and the **DISK ID** the other fields need not be entered if not wanted. (the default datestamp will be entered if not changed.) Continuing to press the **RETURN** key will cycle the cursor through all the fields again or the pointer may be placed in any field and pressing the left mouse button will move the cursor there.

When you are satisfied that all information is correct, move the pointer to the box labeled **OK** and press the left mouse button.

Repeat this procedure for other files on this disk or enter the data for the next disk. Remember to increment your **DISK ID** when entering a new disk.

This concludes the Manual entry procedure.

Now let's try the **AUTO-ENTRY** mode. Insert the disk you wish to enter in any drive. Move the arrow to the **AUTO-ENTRY** box gadget at the bottom of the screen and click the left mouse button. Look at the name which appears in the blue rectangle next to the words **"PATHNAME"** and if it isn't the disk you inserted, click on the **NEXTVOL** gadget till you see the name of the disk you wish to read in. Now click on the **OK** gadget.

Type in your **DISK ID** and press return. This **FILTER REQUESTER** will help eliminate many unwanted or unnecessary files from being read into your catalog. A red **X** in the box next to a phrase like **"Include Subdirs"** means enable that phrase. Hence you may elect to include or exclude the following by clicking in the box next to the phrase.

INCLUDE SUBDIRS - reads in all files found in all subdirectories on the disk.

INC SUBDIR NAME - reads in subdirectory names (ie: c,s,t,devs)

INCLUDE PATHS - reads in the directory paths to all files read on the disk.

INCLUDE .info's - reads icon .info files found on disk.

SORT ENTRIES - Alphabetizes files while reading them from disk.

ProgSort DiskID - Alphabetizes each disk unto itself but separate from other disks being entered. (ie: disk ID 000001 all files sorted A-Z, disk ID 000002 all files sorted A-Z but not sorted with files from disk ID 000001)

VOLUMENAME ONLY - only reads disk Volume name ignoring other files on disk.

TEST BOOTBLOCKS - used only with **VOLUMENAME ONLY** option, checks for standard DOS, non-standard DOS, or not-installed disk.

When all selections have been made, point and click on **OK** box gadget. All selected information is read off the disk and will appear on the File Entry screen.

Any file's "3X5 card" requester can be viewed by double clicking on it's file name in the list. Click **OK** or **CANCEL** to return to previous screen. Single clicking will highlight a file in black. Single clicking on that highlighted file again will un-highlight it.

To delete a unwanted filename, first click on the DELETE ENTRY gadget box at the bottom center of the screen and then double click on the unwanted file. Single clicking will toggle the red highlight of the file on and off again.

After deleting all unwanted files click once again on the DELETE ENTRY gadgetbox to turn off delete entry mode.

DELETE ALL and SORT ENTRYS do just what they say. Delete ALL files in list or sort ALL files in list together.

There is a scroll bar gadget on the right of the list to view additional files off screen. Point and hold down the left mouse button on this gadget to use it.

While as many disk may be entered at one time as your memory will hold, it is recommended that no more than 25 disks be entered at a time as no data is saved till tags are resolved on the PROCESSING SCREEN.

Hold down the right mouse button and move the arrow to the menu bar area. Select PROCESSING from the CATALOG MENU.

This is the Processing Screen. The files you entered should appear on the right side of the screen and your Catagories should be on the left side of the screen.

Click once on any catagory and highlight it. Now click once on any files that belong to that catagory. For example picture files would go with the ART catagory. When all files belonging to that catagory have been highlighted, then click once on a different catagory and highlight it. Notice all files previously highlighted in black are now gray signifying they are assigned and not available to other catagories anymore. Click on and highlight all files belonging to the currently selected catagory and then go on to the next catagory and so on. When all files have been assigned to a catagory (or Tagged) then move the pointer to the RESOLVE TAGS box gadget in the lower left of the screen and click once.

Another filter requester will appear that works just like the other one. (ie: red X means selected option)

ALPHA SORT - sorts new files with previous files already saved in catagory.

PROGSORT DISKID - Subsorts each disk A-Z by disk ID same as before.

DISCARD DUPS - Rejects any new files already matching one saved in catagory.

REPLACE DUPS - Replaces any matched files with most current datestamp.

Select options then click on OK.

All files will be stored in their selected Catagory and when completed, files will be removed from the right side of the screen. At this point data has been saved to disk so you may either return to the FILE ENTRY screen to enter more disks or you may select QUIT TOOL from the CATALOG MENU.

To review any category once saved, just click on it and highlight it, on the PROCESSING screen and then select the MAINTENANCE screen from the CATALOG MENU by pressing and holding the right mouse button and then releasing it when MAINTENANCE is highlighted.

In future sessions, go to the PROCESSING Screen and then simply use the FIND A CATALOG box gadget to locate your CATALOGS disk and then select all the categories one at a time onto the PROCESSING screen.

Refer to the other CATALOG TOOL Documentaion fo explanation of the remaining gadgets.

Software companies sometimes change their disk protection periodically. The disk that Fuller Computer Systems has examined MAY NOT HAVE THE SAME COPY PROTECTION as the disk you have even though the title and version number are the same. For this reason A PROGRAM MAY NOT COPY with the parameter file even though it is listed. If you use your original disk before using our parameter your disk may be altered and our parameter therefore may not work. We are always working to make Project D the most complete and versatile copy program around.

HARD DISK INSTALLATION:

1. COPY EMPTY.INFO to DH0:
2. RENAME DH0:EMPTY.INFO DH0:ProjectD.Info
3. Makedir DH0:ProjectD
4. Insert Project D disk into DF0:
5. COPY "DF0:PROJECTD TOOLS" "DH0:ProjectD/ProjectD TOOLS"
6. COPY DF0:B#? DH0:ProjectD
7. COPY DF0:N#? DH0:ProjectD
8. COPY DF0:O#? DH0:ProjectD
9. COPY DF0:PA#? DH0:ProjectD
10. COPY DF0:PRI#? DH0:ProjectD
11. COPY DF0:PRO#? DH0:ProjectD
12. COPY DF0:SU#? DH0:ProjectD
13. COPY DF0:LIBS/PROJECT_D.LIBRARY to DH0:LIBS
14. COPY DF0:LIBS/DISKCODE.LIBRARY TO DH0:LIBS

DISK REPLACEMENT POLICY:

FREE if you purchase from us or receive a disk from us that is defective and return it within 10 working days (15 days outside U.S. or Canada). We may analyze a disk and charge if warranted.

\$5.00 if you received your Project D from another source. You are encouraged to return it to the place you purchased it for a replacement. We have a policy to replace Project D for our dealers and distributors free for defective disks. We require them to supply us the original disk, original registration form and the manual (Serial numbers must match). ALL UPDATING AND UPGRADING MUST BE DIRECTLY WITH US, in this regard all sales are final.

PARAMETER UPGRADE POLICY:

Provide reasonably priced upgrades QUARTERLY and respond to individual requests as time and resources allow. When possible notify customers when a requested title is available.

Currently we charge \$7.50 U.S. funds (\$10.00 outside U.S.) payable in U.S. Funds on a U.S. bank. We do not accept credit cards.

We require that you be a registered owner of Project D (WE DO NOT ACCEPT PHOTOCOPIED REGISTRATION FORMS), and the original Project D disk must be sent with your request.

NOTES:

Project D: Enhancement/Bug Report Form

Use this form to report bugs in the software, errors in the documentation or just to make suggestions on enhancing the product. After completing, please return this form to us at the address below. Thanks!

Bug Reports

c/o Fuller Computer Systems, Inc.

P.O. Box 9222

Mesa, Arizona 85214

Category: ☐ Software Bug ☐ Documentation Error
☐ Enhancement ☐ Other

Configuration: Amiga ☐ 500 ☐ 1000 ☐ 2000
 Memory ☐ 512K ☐ > 1 M ☐ > 2 M
 DOS ☐ 1.2 ☐ 1.3 ☐ 1.4
 #of Drives ☐ 1 ☐ 2 ☐ 3 ☐ 4

Description: _____

User Information:

Name: _____ Serial #: _____

Address : _____

City: _____ State: _____ Zip _____

Phone: (____) _____ Date: _____

Comments:

Project 'D' Notes

The MiniTools consists of DiskWipe which clears a disk of all data, MemoryTool which shows you ChipRAM, FastRAM, and TotalMem(ory). Parameter.doc gives you a full screen listing of the parameter names. TrackTool currently addresses specific exceptions of copy protection not on the parameter list, such as Zoom! from Discovery Software. To access MiniTools, click the right mouse button on the left most pull down menu. TrackTool requires two disk drives to use.

The most frequently asked questions about Project 'D' are as follows:

1. Will it run on hard disk? YES.
2. Will it copy to hard disk? NO, floppy to floppy copy only.
3. Does the CatalogTool Include hard disk support? YES.
4. The EditorTool looks like its for advanced programmer use. Is it? YES. It is extremely powerful, but not for the casual Amiga user.
5. How often are parameter upgrades available? QUARTERLY.
6. How much is the cost of parameter upgrades? \$7.50 (\$10.00 outside the U.S.) when you return your disk. With VISA/MASTER card you may order an update without returning your disk if you have had a prior update \$10(\$12.50 outside the U.S.).
7. Can I pay for your products with a credit card? YES. VISA & MasterCard now accepted.
8. Can I list the parameter list to a printer? YES.
9. Must I wait for a quarterly parameter upgrade? NO, you are notified for special requests.
10. What is your technical support number? (602) 497-6070.
11. How do I load to hard disk? Follow the steps outlined on page 21 of the manual.
12. Why does it take so much extra memory (2MB) for MultiCopy? We store RAW MFM data.
13. Why does it lock up after copying? The AMIGA system will lock up if you have duplicate disk volume names. Project D was written to run multi-tasking. You must follow the prompts in the program.
14. Can you copy foreign format files to AmigaDOS? NO. This is a disk copy program, NOT A FILE COPY PROGRAM.
15. Will you copy all copy-protected software? Conditionally, YES. We are constantly working to include new titles and eventually expect to be current with the software developers. However, software companies change their disk protection periodically therefore the PROGRAM MAY NOT COPY your title even though the versions are the same. However, we provide a notification service an support.
16. Will you continue to support your product? YES. Fuller Computer System, Inc. has a long term commitment to developing Amiga products and continuing their product support role.
17. Does Project D remove passwords or dongle protection? NO. Our product provides you with the capability to backup your disks to protect your software investment and backup your work operations.

Fuller Computer Systems, Inc. is a company dedicated to innovative, state of the art Amiga program design. We are proud to release our first software product:

Project D

Project D is an integrated disk utility system designed to take full advantage of the Amiga's powerful operating system.

This release includes:

- The BackupTool** the ultimate all-purpose Amiga disk backup utility for duplicating both normal and almost all copy protected disks.
- The OmniTool** a special format copier for duplicating MS-DOS/PC-DOS, Atari ST, CP/M, and Xenix formatted disks.
- The EditorTool** a powerful disk editor for examining or modifying disk data from the AmigaDOS level to the raw MFM data level.
- The CatalogTool** an easy to use disk indexing utility that lets you keep track of your personal, commercial and public domain disks.

"Project D is by far the most comprehensive disk-utility package available for the Amiga today."

Mitchell Lopes - Editor, Robo City News

"Project D is certainly one of the most sophisticated, yet easy to use, disk utility packages available for the Amiga."

Ernie Tapman - Amiga Sentry

"I consider Project D to be akin to a well equipped luxury automobile; it gives a smooth ride and lots of easy to use operations."

Denny Atkin - AmigaWorld (Feb. 1989, pp. 92-94)

"The user interface is wonderful..." Info Rated: 4+ stars

David Martin - Info Magazine (Sept/Oct 88, p. 16)

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